

# ASTEROIDS!

Pencils & Powers - Red Alert! - Adventure #1 - v1.0 - 10/10/2018

*Just as your ship, the Red Star, came out of hyperspace it was struck by hundreds of asteroids. With the ship's armor plating not yet fully energized, the impacts tore through the hull and the power core went offline followed by most of the ship's primary systems. The ship's automated repair bots have started making repairs but are functioning erratically. Direct your crew to assist in the repairs and capture the alien monster!*

**Prologue:** In this adventure you will be controlling the crew of the Red Star. Asteroids have left your ship severely damaged and have unleashed an alien monster that is wreaking havoc. You will need to guide the crew throughout the ship as they look for trapped crew members, gather circuit parts and power crystals, assist in repairs, and come together to capture the alien monster.

**Victory:** To save your ship and crew you will have 35 turns to bring the **Power Core** back online, restore **Communications**, and bring the **Sensors** back online, and pilot the ship out of the path of a massive asteroid that will strike the ship destroying it and everyone aboard.

**Components:** For this adventure you will need three **white** six-sided dice and one six-sided die of any color you like (this die will be referenced as the **red** die in the rules), a copy of the adventure sheet, a pencil, and an eraser.

## SETUP

Roll **2d6** for each of your crew members (reroll any duplicate numbers). The numbers are read lowest to highest. Shade in the corresponding location number on the ship grid and note the location in the appropriate spot for each crew member.

Roll **3d6** (repeat until all three numbers are not the same) and note the numbers on the right side of the adventure sheet under the heading "setup".

- **Missing Parts:** draw a missing part square in the center square of the three circuits that match the setup dice.
- **Asteroids:** deal one damage to each of the three armor locations that match the three setup dice.
- **Circuits:** You will select one die to assign to circuits. Write the number of the assigned die in the leftmost circuit room box. Increase the number by one for each circuit to the right. When you reach 6 the next room will be 1.
- **Monster:** Assign a second die to the Monster to set its starting location. The corresponding location may not be repaired while the monster is there.
- **Exploration:** Your third die will give you a head start exploring. Shade in the appropriate number of squares starting adjacent to any crewmember.



**Command Points:** Set your command points to 30. These are your currency for the game. As long as your Captain is alive you may assign the die you would have assigned to exploration to instead grant you that number of command points. Command points are important in that they help you open storage, doors, and bulkheads as well as allowing you to reroll dice.

- 1 unlock a storage door
- 2 unlocks a regular door
- 3 reroll the white die
- 4 unlock a bulkhead
- 5 reroll the red die

The adventure sheet is titled "RED STAR! ASTEROIDS!" and is a Sci-Fi Campaign Adventure #1 by Mark Jindra 2018. It includes a ship grid with various rooms and locations, a rules section, and character sheets for the crew members. The ship grid is a complex layout of rooms and corridors, with numbers indicating different locations. The rules section includes sections for "TRAPPED CREW REQUIRED", "EXPLORATION", "SCORING", "LOCATION ABILITIES", "EQUIPMENT", "COMBAT", "MONSTER", "CIRCUITS", and "MOVEMENT". The character sheets are for the crew members: 1. SECURITY, 2. DOCTOR, 3. PILOT, 4. ROBOT, 5. ENGINEER, and 6. CAPTAIN. Each character sheet has a name, a portrait, and various stats and abilities. The "SETUP" section on the right side of the sheet includes a "ROLLS" table for the crew members and a "FREE TURNS" table for the monster.

## SETUP EXAMPLE

<https://docs.google.com/document/d/11IQ-ZlaDXTDoULVOXjHL8WiB9e-OCWDGJCmvLqSNifU/edit?usp=sharing>

## ADVENTURE SHEET

[https://docs.google.com/document/d/19XQ2j80z4zON-2V\\_wCrUIZr8VyQdpQzNZ3mKlQtO8hU/edit?usp=sharing](https://docs.google.com/document/d/19XQ2j80z4zON-2V_wCrUIZr8VyQdpQzNZ3mKlQtO8hU/edit?usp=sharing)

## HOW TO PLAY

**Rolling the Dice:** For this adventure you will roll all four dice every turn and mark the results on the right side of your adventure sheet. The rightmost column is used to track the red die.

**Assigning the Dice:** Each turn you will assign the three white dice to your choice of these three actions, **Exploration**, **Circuit Selection**, and **Circuit Repair**. Each may have only one die assigned to it. The red die will always be assigned to deal one damage to the corresponding **Armor** location.



**Note:** If you can not assign the Circuit Repair die because the circuit is fully repaired, you will instead deal one point of damage to that circuit.

**Re-Rolling:** You may re-roll any **white** die for the cost of 3 Command Points. And any **red** die for 5 Command Points.

### • EXPLORATION

Shade a number of squares equal to this die. You may start shading next to any previously shaded square on the ship grid.

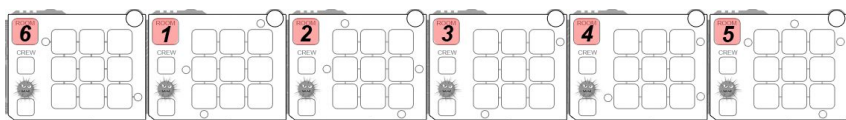
- Doors, Storage, and Bulkheads are all locked and will require you to open them using Command Points before you can shade past one of them.
- The four squares that border each location number (1-6) are an obstacle that you must shade around and you must shade at least one square adjacent to them to access that circuit.
- instead of exploring this turn you may gain Command Points equal to the assigned die.



**Boost:** As your crew reunites they will gain a +1 exploration boost. This happens when you connect two separate shaded segments. The first connection will grant a +1 boost but when you have reunited all six of your crew the boost will be +5. This is lowered by one for each dead crew member.

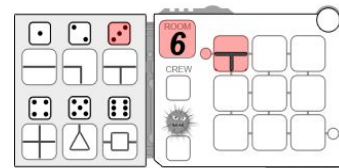
### • CIRCUIT SELECTION

The value on this die selects a circuit for the computer to focus the automated repair systems on.

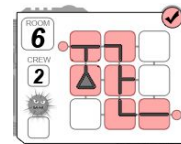


### • CIRCUIT REPAIR

Determines what shape is repaired. Draw the corresponding shape in your choice of the 9 possible circuit squares. You may rotate the shape. You may not draw the shape on a damaged square. You must connect all of the circles that appears around the edge of the squares to repair the circuit.

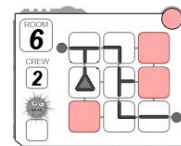


- Online Circuits:** When a circuit is online you may now use its Primary Location special ability (see Primary Locations below). When a circuit is online you may place a check mark in the circle on the top right of the circuit as a reminder.
- Monster:** When the monster is at a location that location is considered to be offline and the circuit may not be repaired.
- Crew Members:** If a crew member is assigned to repair a location (see crew members), once per turn, you may select and draw a shape on that circuit.



**This can be dangerous. You must roll the red die, and if the number matches the number of the shape you just drew, the circuit overloads and both your crew member and the circuit each take one damage damage.**

*The circuit in this example can withstand three points of damage before you would be forced to shade one of the other squares which would take it offline.*



- Damage Control:** Assigned crew members may also spend one power to remove a shaded square from a circuit.
- Power Cell:** The triangle symbol is an empty power cell. To activate a repaired circuit it must have at least one connected power cell symbol and you must assign one power crystal to that circuit. You will need a crew member at the location to do so. The Robot may use a power to charge (shade in) a power cell.



*When the Power Core is online all locations do not need power crystals to power them. However if the Power Core should go offline, only circuits with power cells will remain online.*

- Missing Part:** The square symbol represents a missing circuit part. You may find these parts throughout the ship. You will need a crew member at the location to use a circuit part that you have found. The Engineer may use a power to bypass (shade in) the missing part.



- Malfunction:** Any time you assign a die to a completely repaired Circuit (all 9 squares have a symbol) you will deal one point of damage to the that circuit. Shade a circuit square of your choice.



## ARMOR

Determines which armor location takes one point of damage. Shade in one square on the corresponding armor location.

3 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

- **Breached Armor:** If an armor location takes damage and there are no more points of armor at that location. Roll the red die again and assign one damage to the corresponding circuit. Shade in one of the nine squares of your choice for that circuit.
- **Repairing Armor:** If the Pod Bay has been brought back online and the Pilot is at the Pod Bay, the Pilot may use a power to repair two points of armor.

## PRIMARY LOCATIONS

There are six primary systems that have gone offline. You will need to repair their circuits and restore power to bring them back online. To use a location a crew member that must be able to trace an uninterrupted path of shaded squares from that location to their starting location. Passive locations are always considered active while they are online. Other locations may will require the use of a power to use them.

- 1: **Communications** (passive): You may spend 1 command point instead of 3 to reroll a white die.
- 2: **Teleporters:** A crew member may spend 1 power to move the monster to another location.
- 3: **Sensors:** A crew member may spend 1 power to select the armor location hit by an asteroid.
- 4: **Pod Bay:** The pilot may spend 1 power to repair 2 armor when assigned to the Pod Bay.
- 5: **Containment** (passive): Once the monster is subdued and at this location it may not move again.
- 6: **Power Core** (passive): All locations do not need power crystals to power them.

**Note:** Remember that you need to bring the *Power Core*, *Communications*, and *Sensors* back online before the end of turn 35 or you will lose the game.

## CREW MEMBERS

In this adventure you have six crew members (heroes) at your disposal. They start at separate locations. To be most effective you will want to reunite your crew by shading and uninterrupted path of squares between all crew members starting locations.

To assign (or unassign) a crew member to a location you must be able to trace an uninterrupted path of shaded squares from that location to that crew members starting location. This may be done once per turn for each crew member.



**Captain:** starts with 6 health and 6 power available. May carry one blaster, shield, and grenade. Has the following three powers at their disposal.

- **Command:** Another crew member may use their power for free.
- **Initiative:** Captain gains +2 damage when fighting the monster.
- **Inspire** (free): Gain command points instead of exploring this turn equal to the assigned die.

Each of the following crew members starts with 3 health and 2 power. May carry one blaster, shield, and grenade. And each has the one power at their disposal.

**Engineer:** May use a power to bypass a missing part. The engineer must be at the location in question. Shade in the missing part box on the circuit.

**Robot:** May use a power to charge a power cell. The robot must be at the location in question. Shade in the power cell triangle on the circuit.

**Pilot:** May use a power when the pod bay is online to repair 2 armor. Must be at the Pod Bay. You may select the armor location. Can repair 1 point from each of two different armor or 2 on a single armor location.

**Doctor:** May use a power to fully heal a crew member. This restores all health and any power lost to the monsters trample. Must be able to trace an uninterrupted path of shaded squares from the doctors starting location to the starting location of the crew member you wish to heal.

**Security:** Has no power but starts with 6 health, a blaster, and a shield.

## ALIEN MONSTER

Your crew captured an Alien Monster that was harassing a Consortium colony. The asteroids have caused the containment field to go offline and the monster to escape. You must subdue the monster (bring its energy to zero) and return it to containment before it escapes.

**Movement:** The monster will move to a random location (1-6) every five turns or when three of your four dice match for the turn. If the monster moves to a location where a crew member is stationed the monster will engage your crew in combat. This movement happens before you assign the dice for the turn.

**Combat:** When you engage with the monster in combat the monster will use its special ability. Roll a **red** die to determine what ability it uses.

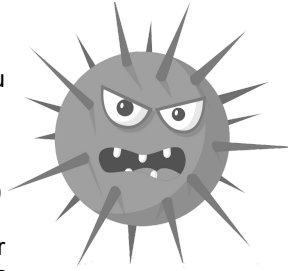
- **Attack:** After the monsters special ability has been resolved, each blaster your crew have in the combat reduces the monsters energy by one. Grenades also remove energy from the monster (**red d6**).
- **Defend:** When a crew member takes damage from the monster, and they have a shield, damage to that crew member is reduced by one.

**Energy:** The monster starts with 20 energy. When the monster loses energy it will move to a random location (1-6) at the end of combat. When the monster has no energy left it will become subdued and will no longer move or use any special abilities and no longer blocks a circuit from being online or from being repaired.

**Containment:** Once you have subdued the monster and it is at location 5: containment, and it has been repaired and is online. The monster may not move again. A crew member at location 2: teleporter, may use a power to activate a repaired and online Teleporter to move the monster to location 5.

**Location:** When the monster is at a location, that location is considered to be offline and may not be repaired. You may mark the current location in the monster area of the adventure sheet for reference.

**Escape:** If the monster is not contained by the end of your 35th turn (not including free turns) it will escape. This will cost you 30 victory points.



## SPECIAL ABILITIES

When you engage with the monster in combat the monster will use its special ability. Roll a **red** die to determine what ability it uses.

1. **Gore:** Deal 3 damage to a crew member. Select one crew member at the monsters location.
2. **Hunted:** Lose your next turn. This does not affect the current turn and you may finish this turn as normal. Cross off the turn on your turn tracker.
3. **Charge:** A crew member loses a Shield and takes 1 damage. Select a crew member at the monsters location that has a shield.
4. **Trample:** A crew member loses the use of their power. Select one crew member at the monsters location.
  - a. The Captain you may select which power she loses.
  - b. Security may choose to lose 3 health.
5. **Reckless:** A crew members loses a blaster and the monster loses 1 energy. Select a crew member at the monsters location that has a blaster.
6. **Havoc:** deal 1 damage to the circuit and each crew member at the monsters location.

## SEARCHING

Storage, Doors, and Bulkheads are all jammed shut by the ship's emergency protocols. You may use command points to permanently open them. 1 for storage, 2 for a door, and 4 for a bulkhead.



**Event:** As you explore the ship, you can shade in the two digit numbers (11-66). When you do so you will rescue a trapped crew member and will trigger an event. You will roll a white die and consult the appropriate chart to see what happens. You do not trigger events during setup when assigning crew members.

1. Asteroid Strike: Roll the red die and deal 1 damage to the corresponding armor location.
2. Explosion: Roll the red die and deal 1 damage to the corresponding crew member.
3. Nothing Happens.
4. Nothing Happens.
5. Stimpack: Gain 5 command points.
6. Container: Gain one ITEM.

**Item:** As you explore the ship, you can shade in the question marks "?". When you do so you will find an item. You will roll a white die and consult the appropriate chart to see what happens.

1. Gain one circuit part.
2. Gain one power crystal.
3. Gain one grenade.
4. Gain one shield.
5. Gain one blaster.
6. Gain one EQUIPMENT.

**Conveyance:** Items may be sent to any crew member once you have them. The ship's onboard conveyance system is still online and can transfer small items to any room in the ship.

**Note:** there are one free blaster, shield, grenade, power crystal, and circuit part, for your crew to gather.

**Equipment:** There only one of each equipment available. Place a check in the box when you gain the equipment. Shade the box when it is used. Reroll any duplicates.

1. Open 5 doors, storage, or bulkheads.
2. Gain 3 free turns
3. Gain 2 shields, or 2 blasters
4. Gain 3 power crystals
5. Repair 3 circuits of your choice
6. Gain 20 command points

## END OF THE GAME

If by the end of turn 35 (not including free turns) you have repaired and brought the ship's Power Core, Sensors, and Communications, online you will be able to use the ship's maneuvering engines to land on a nearby planet.

However you will be judged by the Consortium based on how you and your crew handled this emergency so it is in your best interest to re-capture the alien monster, locate trapped crew members, and repair as many of the ship's circuits as possible.

### Victory Points (Max 126)

- 1 point per trapped crew rescued (max 15)
- 1 points per item collected "?" (max 11)
- 5 points per unbreached armor location. (max 30)
- 9 points per circuit that is online. (max 54)
- 30 points for connecting the entire crew. All starting locations must be connected to one another by an uninterrupted path of shaded squares.
- 50 points for subduing the monster and returning it to containment.
- -1 for each shaded circuit square.
- -10 points for each dead crew member.

**Campaign:** The campaign sheet might have additional requirements. Crew members that have zero health are incapacitated and at the end of this adventure will die and not be available for future adventures if you are playing the campaign. However the Doctor may heal them before the end of the game restoring them to the action.



## ADMIRAL'S CHALLENGE

If you wish a greater challenge, add some or all of these additional rules at the start of the game. This will make the game very difficult and requires you to remember quite a bit of extra rules. I look forward to hearing from anyone that takes my challenge.

1. You only have 30 turns to play the game. Cross off the last 5 turns (31 -35).
2. You will start with only 15 command points.
3. Cross off the guaranteed blaster, grenade, shield, missing part, and power cell on the map they are not available.
4. Each crew member starts with 1 damage.
5. Deal 1 damage to every armor location.
6. When the monster loses energy trigger two special abilities.
7. Each time the monster moves it regains one energy..
8. Each time you use a grenade, deal 1 damage to the crew member that used it and 1 damage to the circuit at that location.
9. Each damage to a circuit is worth -3 victory points (instead of -1).
10. Destroy a random location (2d6) every 7 turns (7,14,21, 28).

## STRATEGY

**SPOILERS: do not read this section unless you want some hints on how to get the highest score possible.**

Location #6: Power Core is important. You should bring it online as soon as possible followed by location #1: Communications. As these are two of the three locations you will need to have online by the end of the game. And because with the power core online all other locations do not need a power cell. Location #1 is important in that it will reduce the cost of re-rolling the white die.

Re-rolling the white die can be very important in that it will allow you to target items such as blasters to help subdue the monster. It will also help avoid negative events.

You should reunite all crew as soon as possible. This will grant you a bonus to exploration each turn. Later in the game you can assign the exploration die to gaining Command Points and use your boost to shade squares on the map.

Stationing crew member at locations can help you complete them much faster but you can avoid unnecessary combat by unassigning a crew member right before it moves. It is a bit more bookkeeping but can make a difference.

Remember that you can use a power at an online location #2: Teleporter to move the monster at any time. If the monster is blocking a location that you need this can be an effective tactic.